

Pandora pattern recognition for LArTPCs

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for the Pandora Team

& the MicroBooNE and DUNE collaborations

PONDD Workshop
6th of December 2018

Thanks to John Marshall, Andy Blake and Steve Green for contributing (voluntarily or involuntarily) to these slides



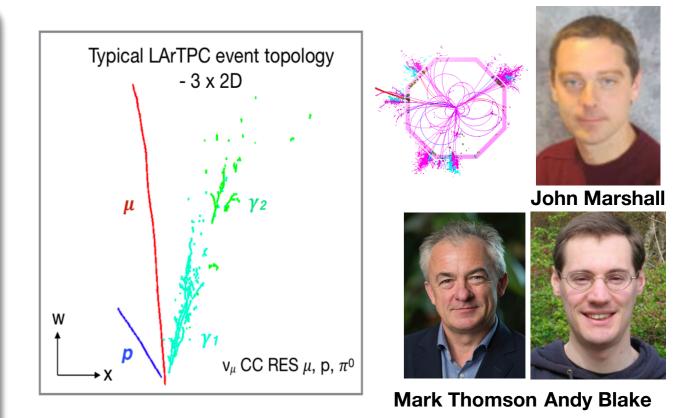


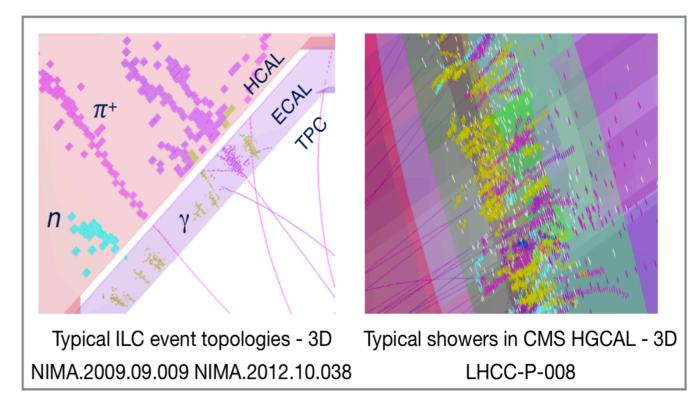
Pandora Pattern Recognition

A single clustering approach is unlikely to work for complex topologies (mix of track and shower-like clusters)

Instead, the Pandora project is a novel method of pattern recognition, which tackles this project from its beginning in ILC and LHC using an advanced multialgorithm approach:

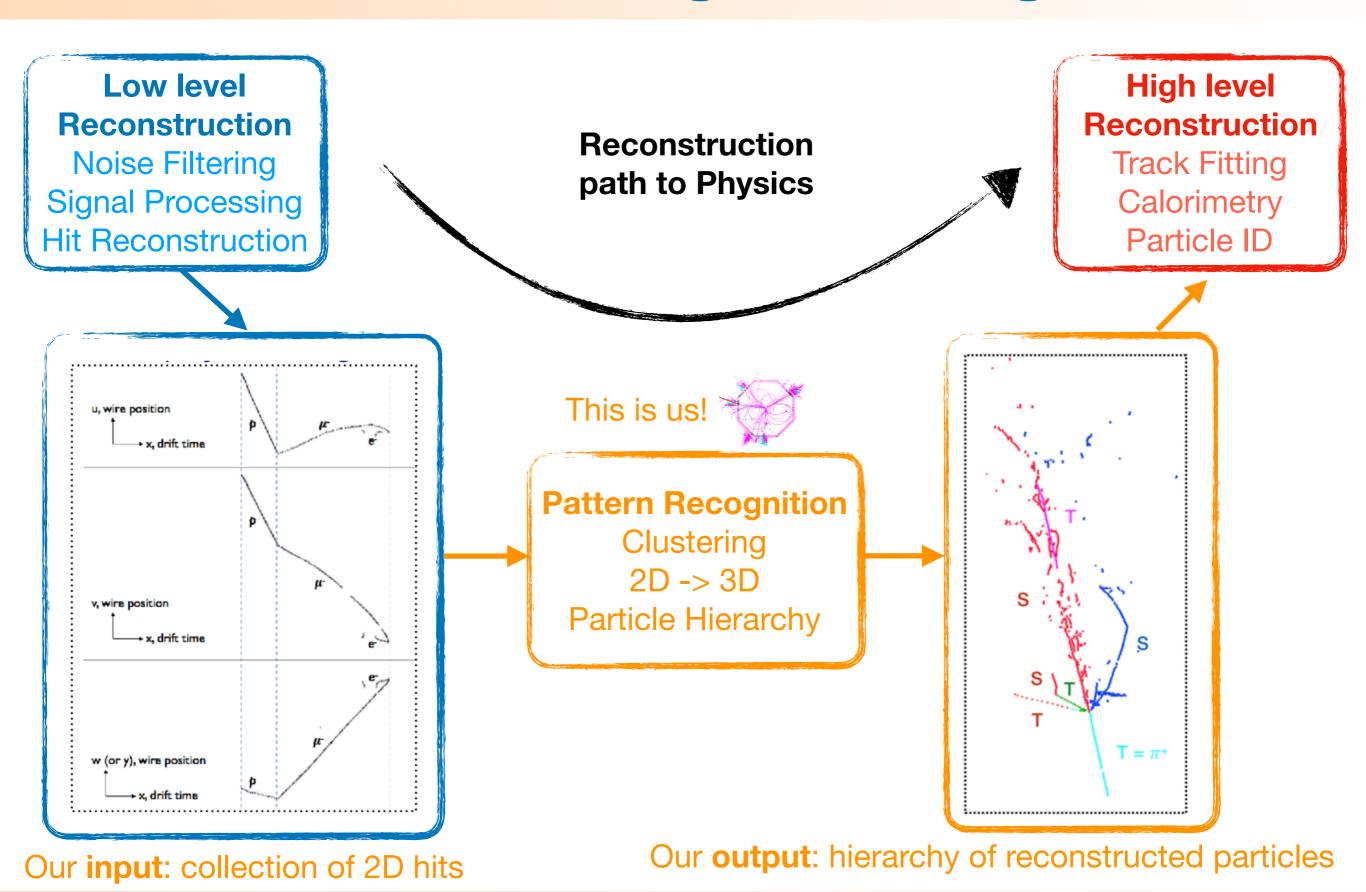
- Build up events gradually
- Each step is incremental aim not to make mistakes (hard to undo)
- Deploy more sophisticated algorithms as picture develops
- Build physics and detector knowledge into algorithms
- Possible thanks to the <u>Pandora</u> <u>Software Development Kit for Pattern</u> <u>Recognition</u> (Eur. Phys. J. C 2015, 75: 439) for all use cases







Pattern Recognition Stage





Pattern Recognition Stage

Input: 2D hits

2D clustering

3D vertexing

2D/3D matching

Particle refinement

Particle hierarchies

Output: 3D particles

This is us!



Pattern Recognition

Clustering
2D -> 3D
Particle Hierarchy

Building up events gradually, with chains of small algorithms, harnessing a number of powerful capabilities:

- 120+ algorithms and tools
- Use of multiple parallel hypothesis
- Iterative reconstruction techniques
- Allowing incorporation of ML/DL methods to make algorithm decisions

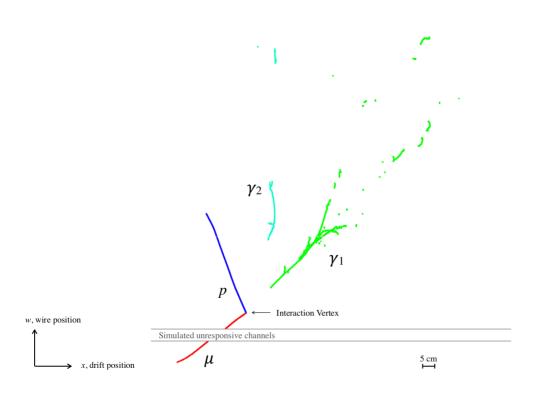


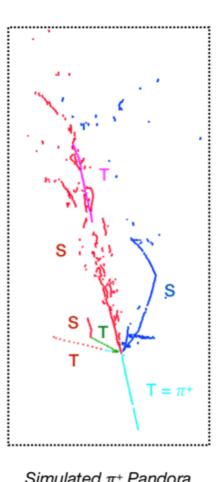


Pandora for LAr TPCs

- At present Pandora's main development is for pattern recognition in Liquid Argon Time Projection Chambers (LAr TPCs) technology
- Pandora LArTPC algorithms are designed to be reusable for different single-phase LArTPCs, with some retuning expected (e.g. due to different neutrino energies)
- Focus in recent years mainly in MicroBooNE and protoDUNE, but expanded to also SBND, ICARUS, DUNE FD

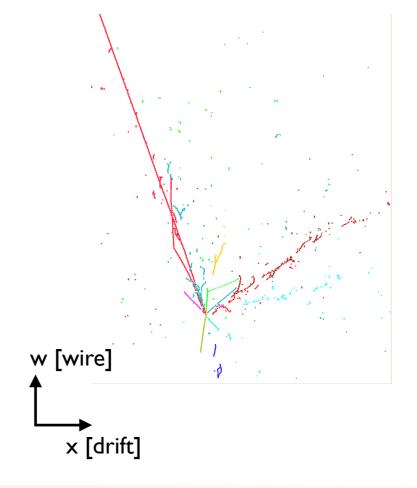
MicroBooNE simulation





Simulated π⁺ Pandora Reconstruction at ProtoDUNE-SP

DUNE FD simulation

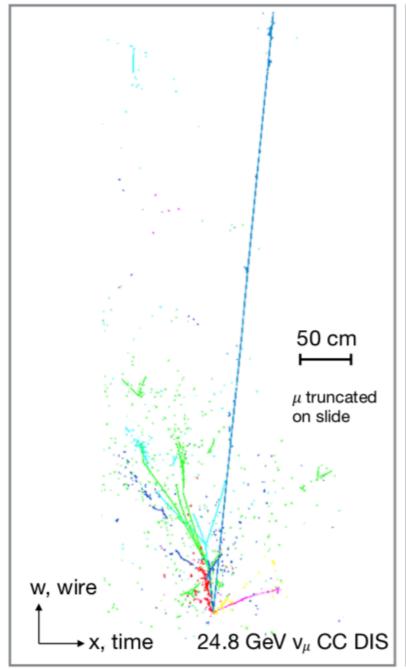


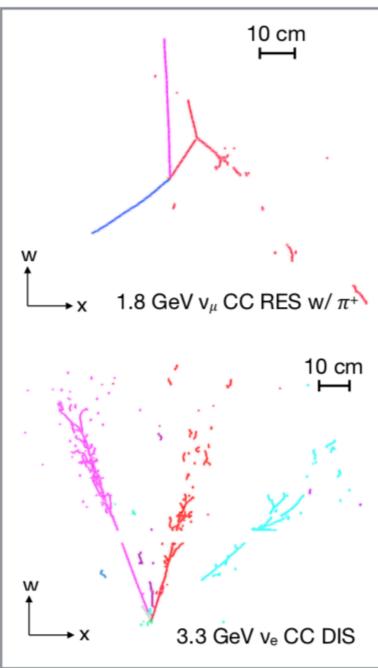


Pandora Pattern Recognition Aim

Our aim is to provide automated pattern recognition for general usage (any particle, any topology)

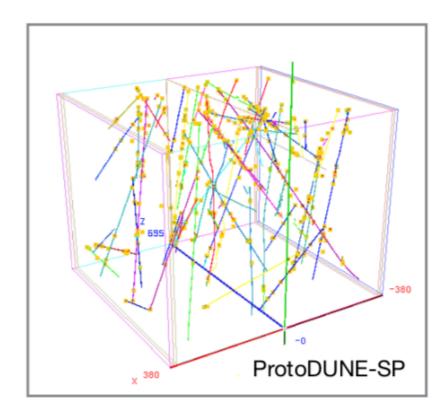
Reconstructing these images (i.e. transforming them into analysis-level physics quantities) is a significant (and exciting!) challenge





LArTPC offer high quality images of complex, diverse topologies.

In addition, they have lengthy drift times, i.e. long exposures (up to few ms) which means a significant cosmic-ray background for surface detectors.





Pandora Consolidated Output

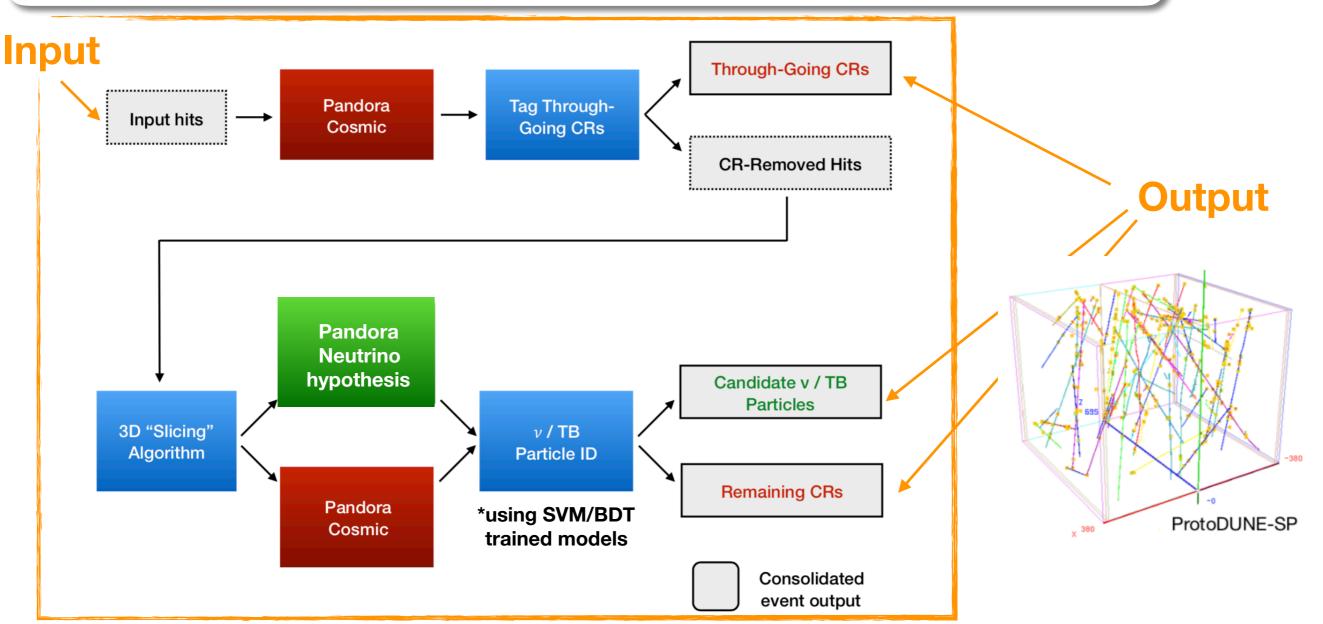
Two different chains with tens of algorithms each:

- Cosmic ray reconstruction
- Neutrino interaction/test beam reconstruction

Harnessing the chains of algorithms in an intelligent manner to provide a consolidated output:



Andy Smith

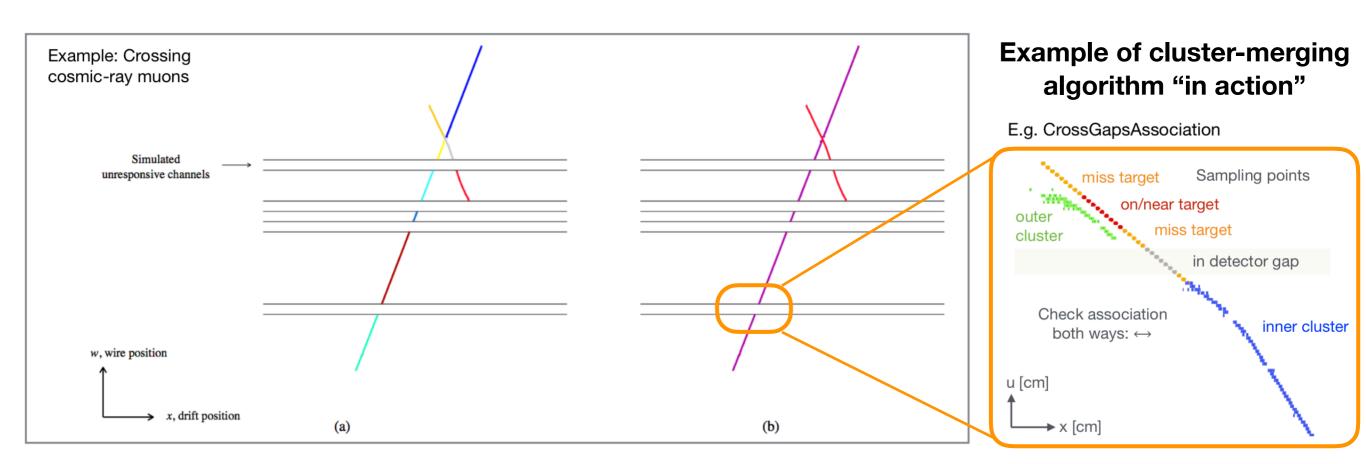




A little bit deeper into some of the steps in the algorithm chains...

2D track reconstruction

- a) We start by producing a list of 2D clusters (per plane) that represent continuos, unambiguous lines of hits, starting/stopping at each branch or ambiguity.
- b) Then series of cluster-merging and cluster-splitting algorithms evaluate the list of 2D clusters and change them based on topological information, carefully aiming at safe merges, improving completeness without compromising purity.



More details on algorithm description in the Pandora MicroBooNE paper (Eur. Phys. J. C 78, p82 2018)

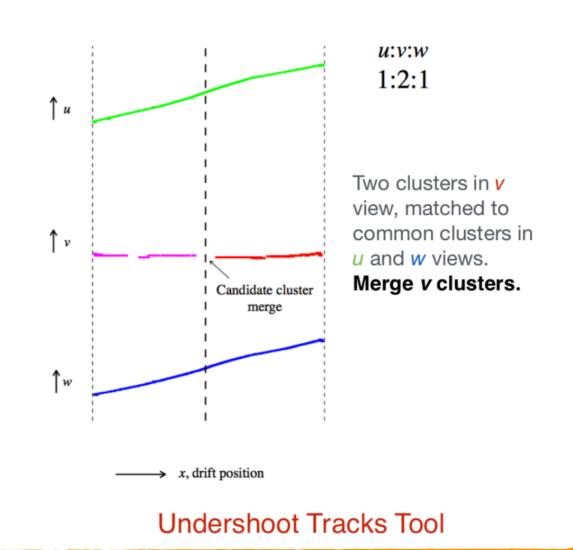


A little bit deeper into some of the steps in the algorithm chains...

3D track reconstruction

2D clusters in the three planes are compared to find those representing same particle, exploiting the common drift-time coordinate and our understanding of wire plane geometry. Results are stored for each 3x2D combination of clusters in a rank-three tensor.

Cluster-matching ambiguities are identified by tools and used to "diagonalise" the tensor Tools modify 2D clusters as appropriate and then run again from the beginning on the updated tensor. Example tool:

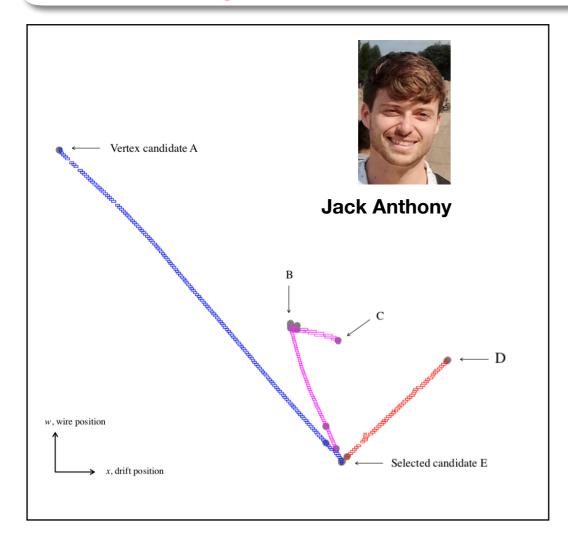




A little bit deeper into some of the steps in the algorithm chains...

Neutrino Interaction Vertex

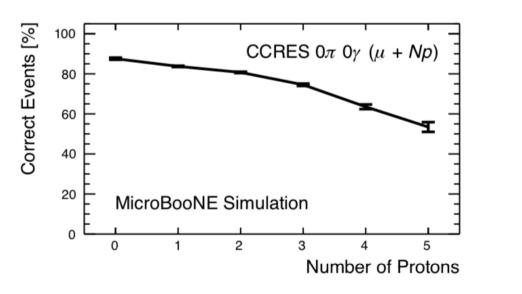
A key algorithm is the one to select the most appropriate 3D vertex position from a list of candidate vertices. Used first a simple score, then a more sophisticated one (with topological and charge asymmetry information) for each candidate. Now a multivariate approach (SVMs) is used for MicroBooNE. This is an example of how powerful the multi-algorithm approach is, by breaking down pattern recognition into small problems, even allowing to use Machine and Deep Learning methods to solve some of them!



Downstream usage:

 Split 2D clusters at projected vertex position, and use vertex to protect primary particles

This allows us to have good performance in interactions with many final state particles...



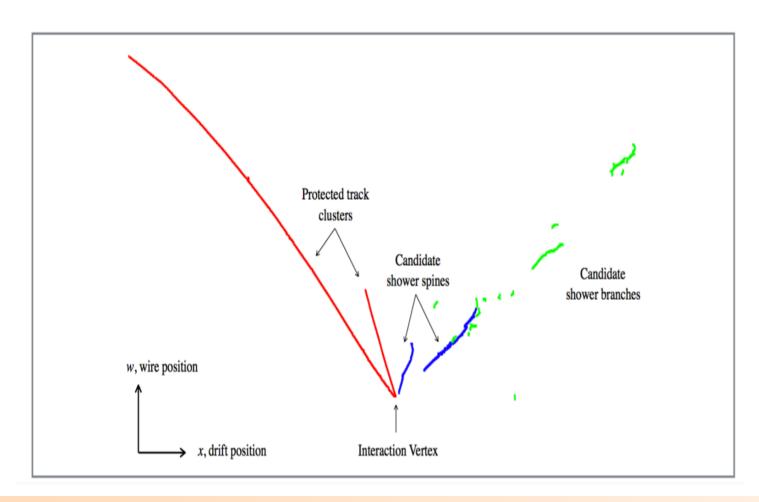
(more later!)



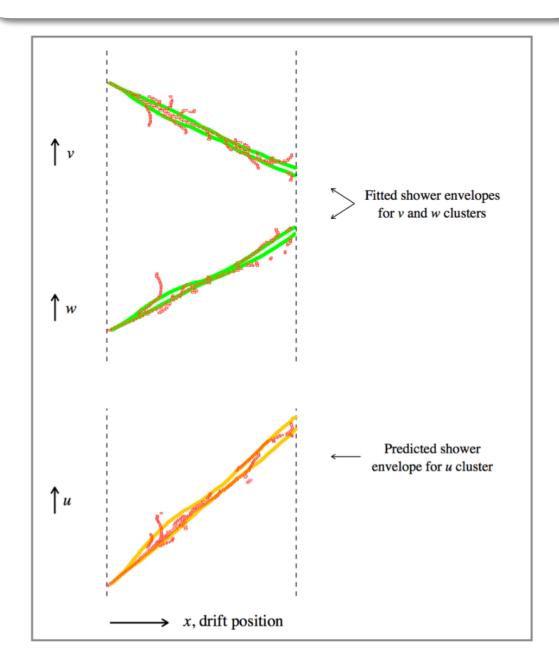
A little bit deeper into some of the steps in the algorithm chains...

Shower Reconstruction

2D - Characterise 2D clusters as track/shower like using topological information, to identify shower spines and allow to grow branches (nearby shower-like clusters), whereas prevent doing so around track-like clusters.



3D - Reuse ideas from the track tensor, using envelopes and their projection to match 2D shower clusters





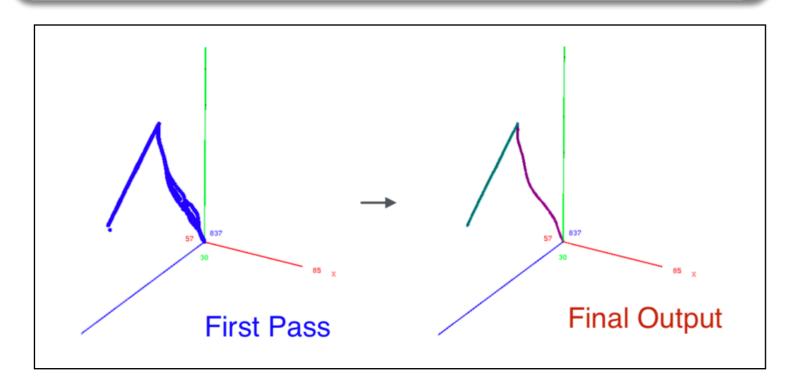
A little bit deeper into some of the steps in the algorithm chains...

3D hit/cluster reconstruction

For each 2D hit, sample clusters in other views at the same X, find u_{in} , v_{in} , w_{in} and use analytic expression to find the most consistent 3D space point by minimising:

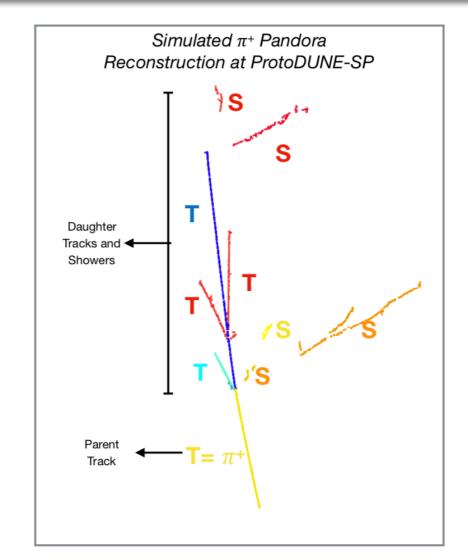
$$\chi^2 = (u_{\text{out}} - u_{\text{in}})^2 / \sigma_u^2 + (v_{\text{out}} - v_{\text{in}})^2 / \sigma_v^2 + (w_{\text{out}} - w_{\text{in}})^2 / \sigma_w^2$$

Iteratively, using fit to current 3D hits, produce smooth trajectory:



and 3D particle hierarchy

Finally, walking backwards from interaction vertex, use 3D clusters to organise particles into hierarchies (building parent-daughter links)



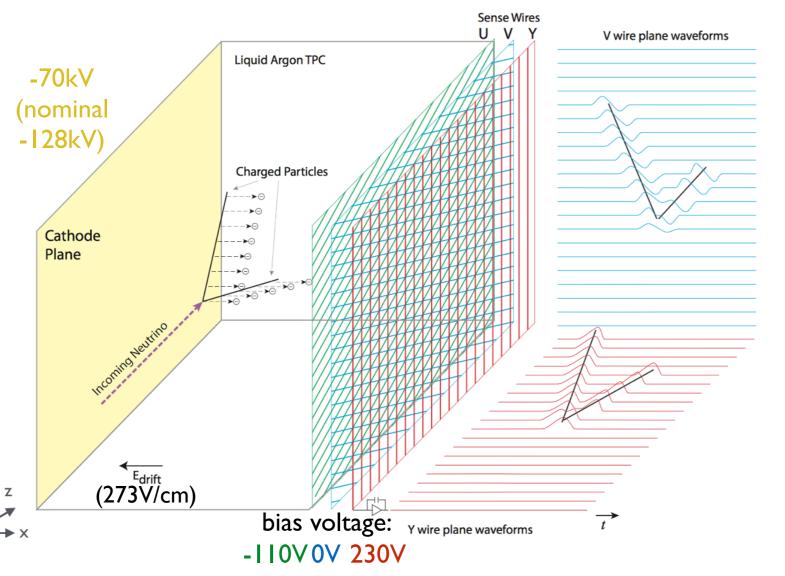
Can't do justice in a few slides, please find more in the Pandora MicroBooNE paper (Eur. Phys. J. C 78, p82 2018)

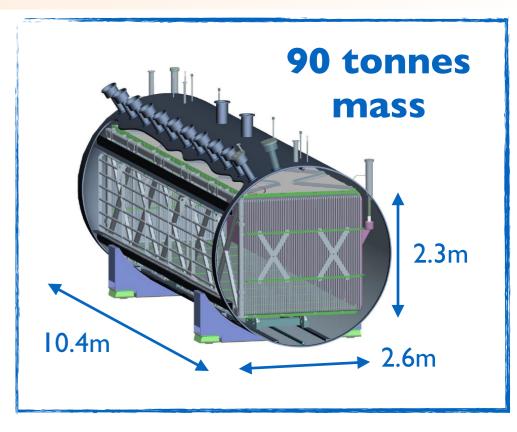


The MicroBooNE experiment

8256 (3 mm pitch) sense wires in 3 planes:

- The first two planes (U and V) are induction planes with wire orientation +/-60°.
- The third plane (Y=W) is the collection plane with wires oriented vertically





Surface LAr TPC detector



32(+4) PMTs behind the wire planes to record scintillation light and provide trigger information



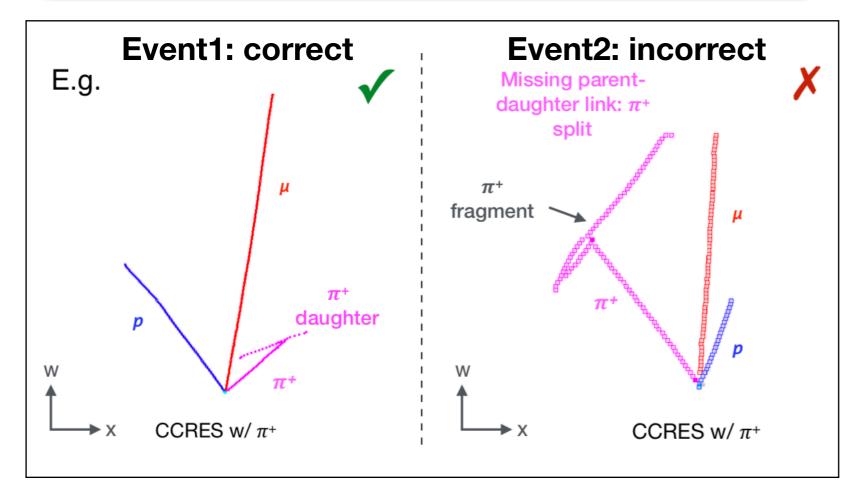
arxiv:hep-ex/1612.05824 (JINST)



Pandora Performance Metrics

Correct event:

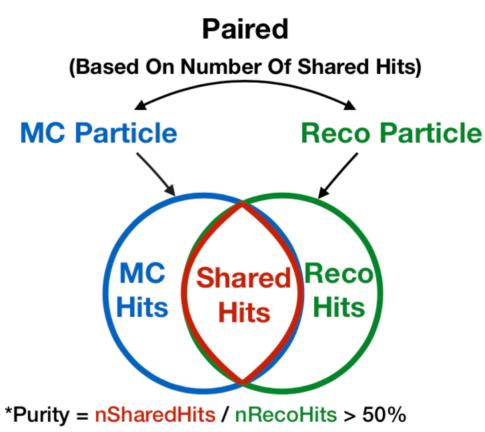
In assessing the performance of the pattern recognition, we only deem an event correct if each target MC Particle (reconstructable) is matched to exactly one reconstructed particle. This includes parent-daughter links must be correct, and is a really strict metric.



*labels correspond to true MC particle type

Efficiency:

Fraction of target MCParticles (reconstructable*) with at least one matched reconstructed particle, where a match needs to fullfill conditions based on number of shared hits:



^{*}Completeness = nSharedHits / nMCHits > 10%

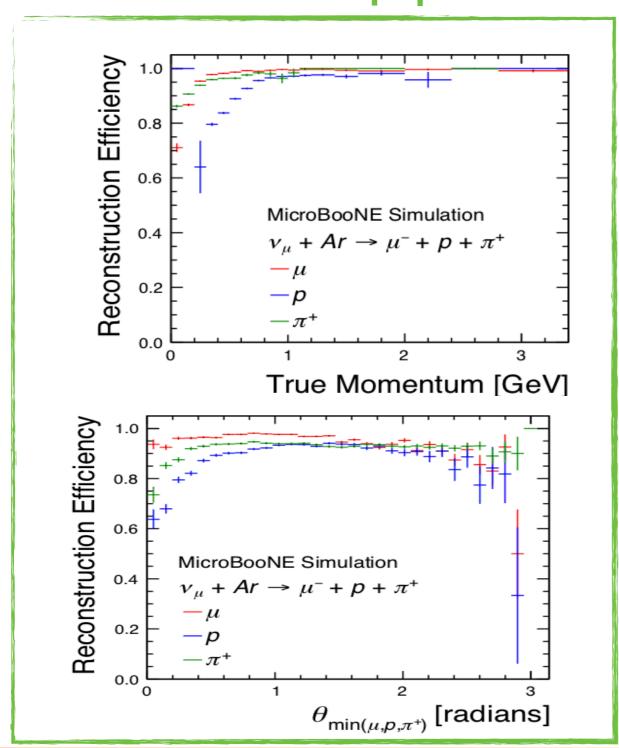
^{*} see more precise definitions in paper

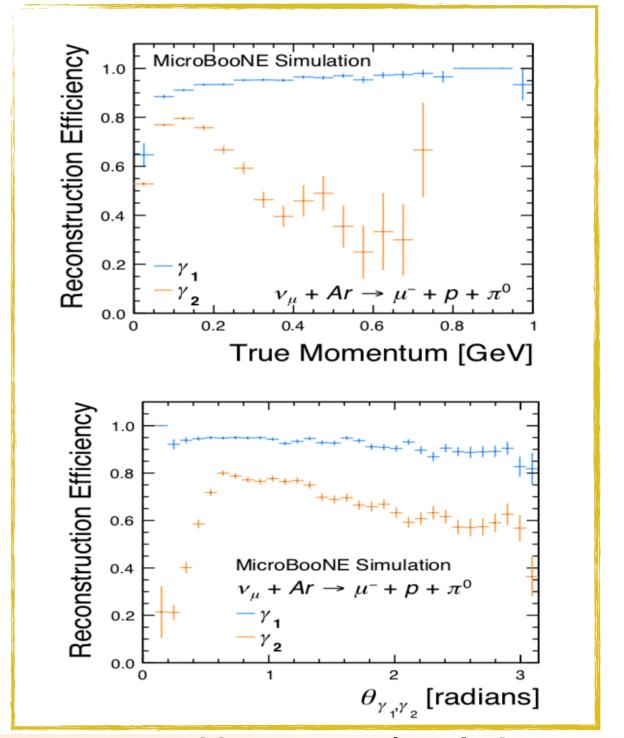


The Pandora multi-algorithm approach to automated pattern recognition of cosmic-ray muon and neutrino events in the MicroBooNE detector (Eur. Phys. J. C 78, p82 2018)

CC RES: μ+p+π+

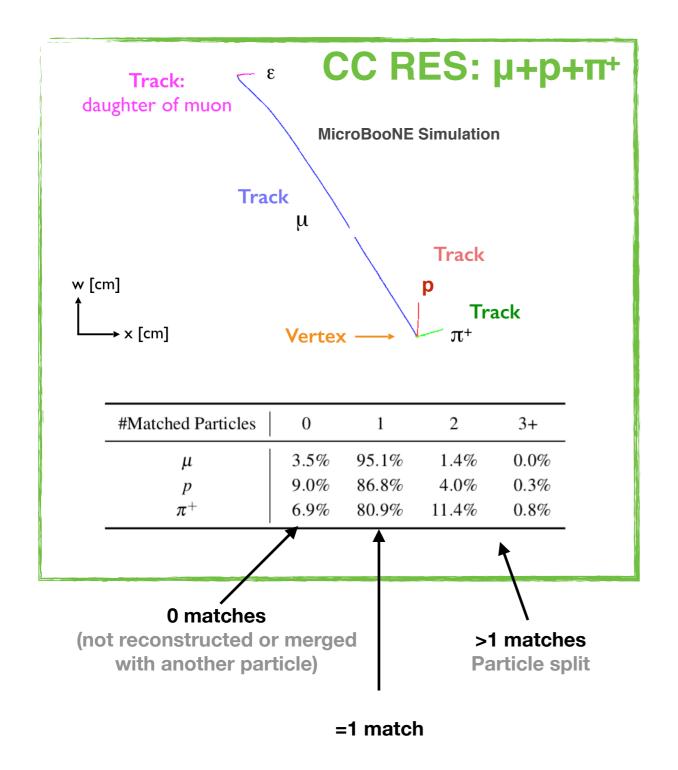


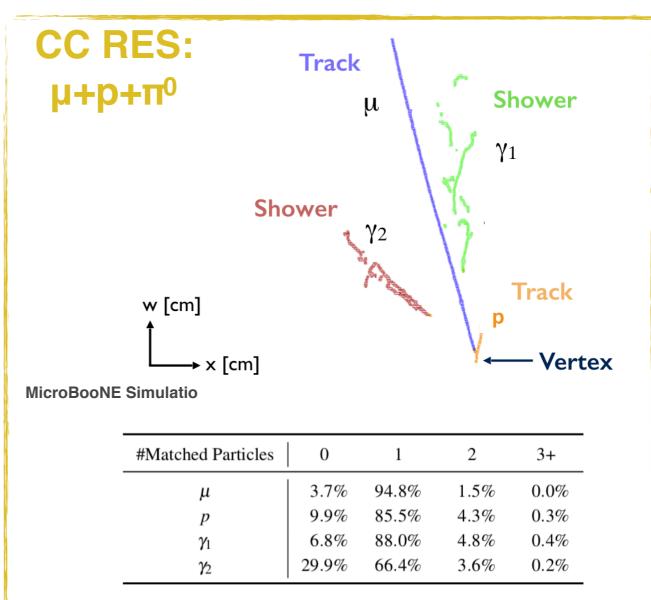






Examples of matching true-reconstructed particles for different interaction types





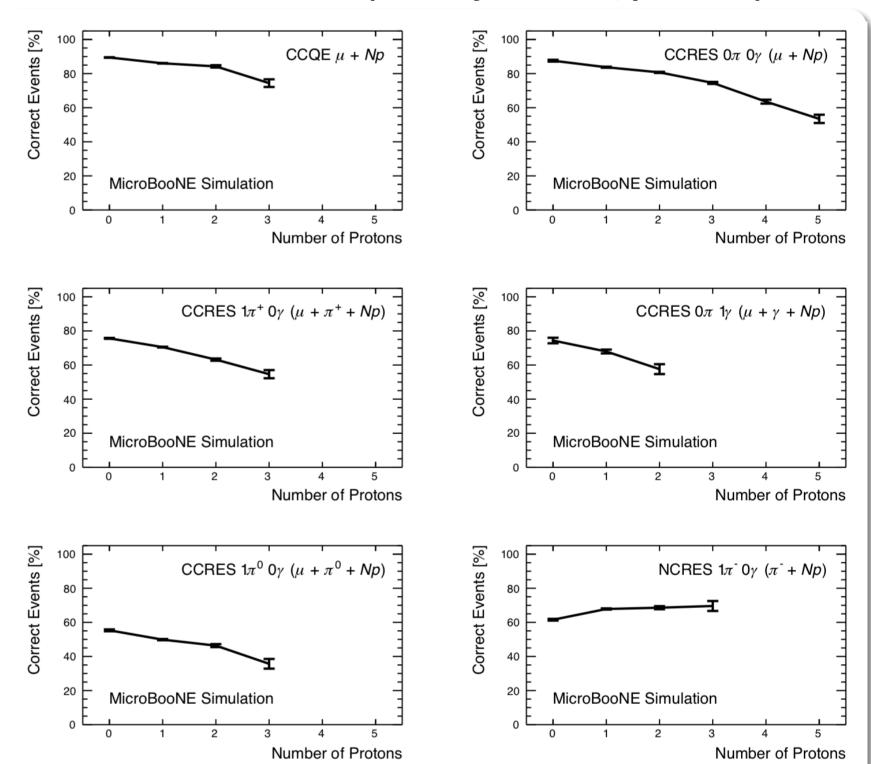
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The Pandora multi-algorithm approach to automated pattern recognition of cosmic-ray muon and neutrino events in the MicroBooNE detector (Eur. Phys. J. C 78, p82 2018)

Performance on selection of Exclusive Final States

This shows extraordinary possibilities for analyses in different exclusive final state channels in LAr TPCs...





VALOR and oscillation analyses

...which is quite important in oscillation analyses!

"Joint multi-sample analysis is a necessity" (Steve Dennis, VALOR)

The primary interaction processes that we want to study and constrain are **mingled** together due to the presence of the nucleus.

Final-	Primary Hadronic System									
State	$0\pi X$	$1\pi^0 X$	$1\pi^+X$	$1\pi^-X$	$2\pi^0 X$	$2\pi^+ X$	$2\pi^-X$	$\pi^0\pi^+X$	$\pi^0\pi^-X$	$\pi^+\pi^-X$
$0\pi X$	293446	12710	22033	3038	113	51	5	350	57	193
$1\pi^0 X$	1744	44643	3836	491	1002	25	1	1622	307	59
$1\pi^+ X$	2590	1065	82459	23	14	660	0	1746	5	997
$1\pi^-X$	298	1127	1	12090	16	0	46	34	318	1001
$2\pi^0 X$	0	0	0	0	2761	2	0	260	40	7
$2\pi^+ X$	57	5	411	0	1	1999	0	136	0	12
$2\pi^- X$	0	0	0	1	0	0	134	0	31	0
$\pi^0\pi^+X$	412	869	1128	232	109	106	0	9837	15	183
$\pi^0\pi^-X$	0	0	1	0	73	0	8	5	1808	154
$\pi^+\pi^-X$	799	7	10	65	0	0	0	139	20	5643

Left: Migration from "primary" (before FSI) to final-state / observed topologies $(\nu_{\mu} \, O^{16}, \, 1 \, \, \text{GeV})$

* Raw GENIE (produced by Costas)

For example, the 0π , $1\pi^+$, $\pi^+\pi^0$, $2\pi^+$ and other datasets are connected via the same pion FSI physics: In a joint multi-channel analysis, one would not be allowed to pull FSI parameters to "fix" an unrelated problem manifesting in one of the channels.

VALOR: Neutrino fitting group doing oscillation analysis in different experiments, T2K, DUNE, SBN (https://valor.pp.rl.ac.uk)



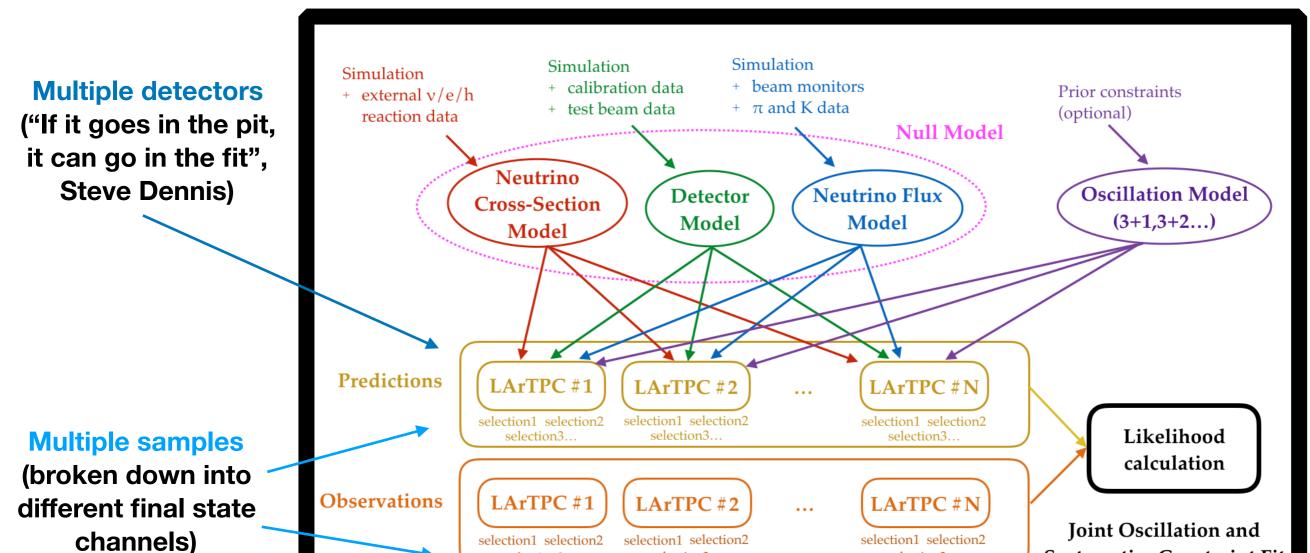
Steve Dennis



VALOR and oscillation analyses

See poster at Neutrino2016 here

VALOR Neutrino Fitting Group Strategy for a Joint Oscillations Fit of Multiple LArTPCs

















selection3...



selection3...









selection3...





Systematics Constraint Fit







Pandora & MicroBooNE Analyses

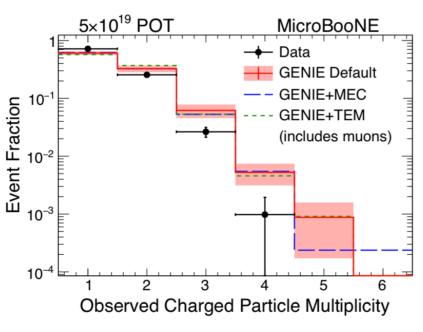
Pandora is used in multiple analyses in MicroBooNE, I have just selected a few representative results (see more in MicroBooNE public docs web)

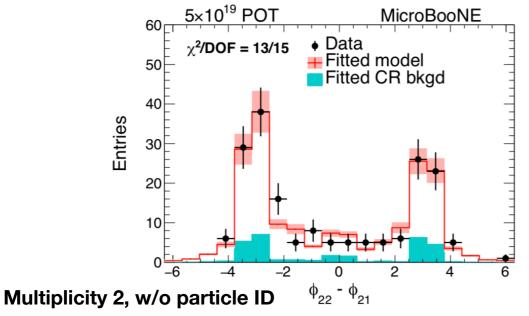
INCLUSIVE



Aleena Rafique

Comparison of v_{μ} –Ar multiplicity distributions observed by MicroBooNE to GENIE model predictions (paper)

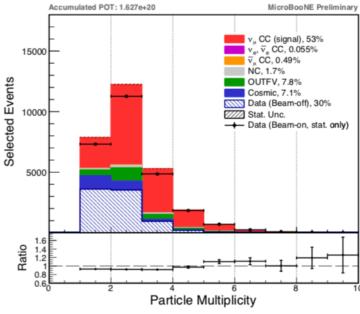




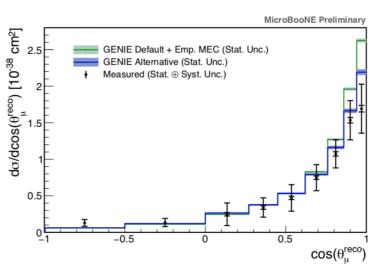


Marco del Tutto





#Reconstructed particles from neutrino vertex in selected events





Pandora & MicroBooNE Analyses

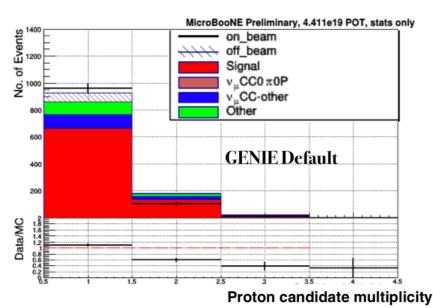
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EXCLUSIVE

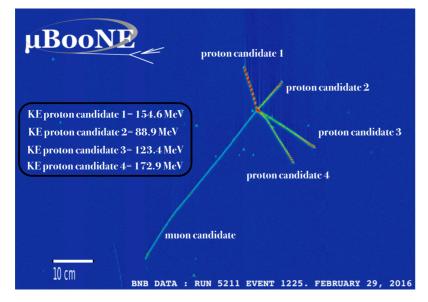


Raquel Castillo

MicroBooNE Charged-Current Analyses with final state protons (NuInt talk)



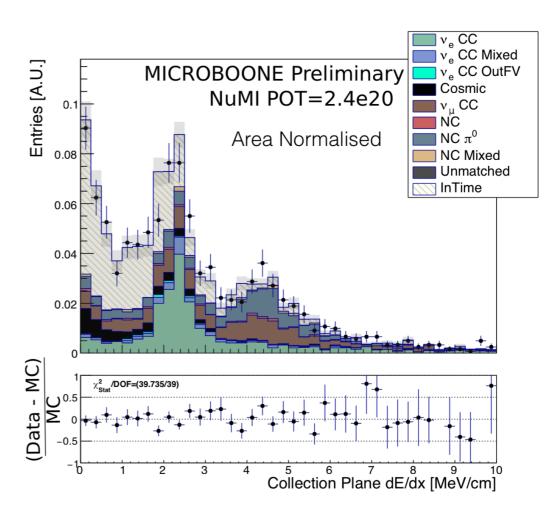
Proton multiplicity in ν_{μ} CC 0π selected events





Colton Hill

Automated Selection of ve from NuMI using MicroBooE (NuInt talk)





Pandora & Detector Physics

Pandora reconstruction is also used in calibration and detector physics studies, for example:

Detector calibration using through going and stopping muons in the MicroBooNE LArTPC (public note)



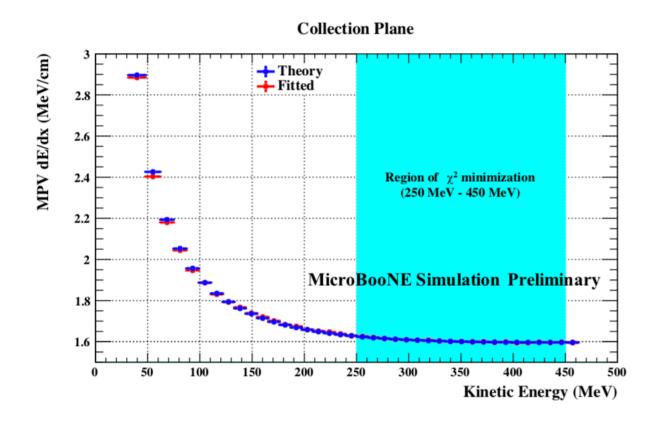


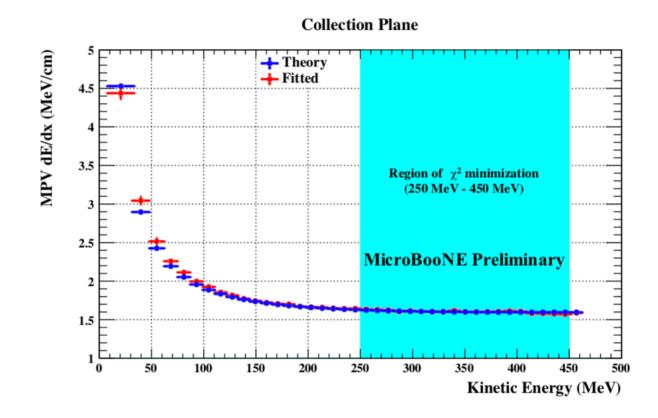
+ others!

Varuna Meddage

David Caratelli

Tingjun Yang





Predicted and fitted most provable value of dEdx in the collection plane for stopping muons in MC (left) and data (right)



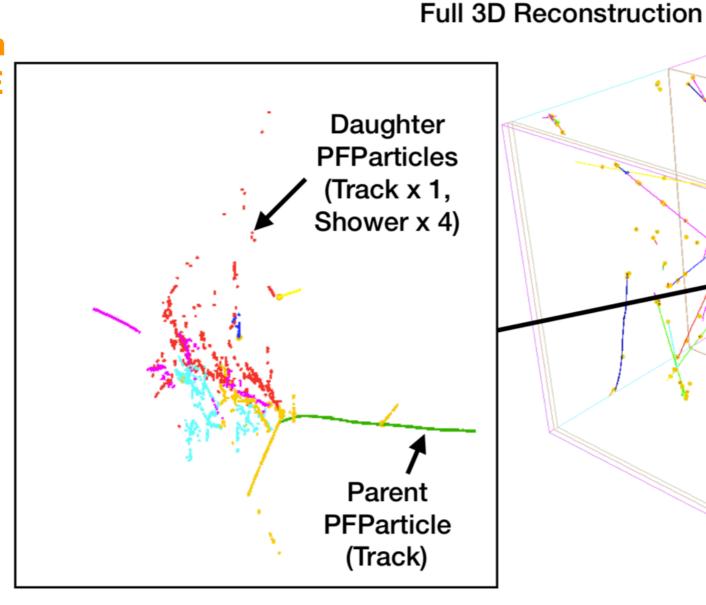
Exciting times for protoDUNE!

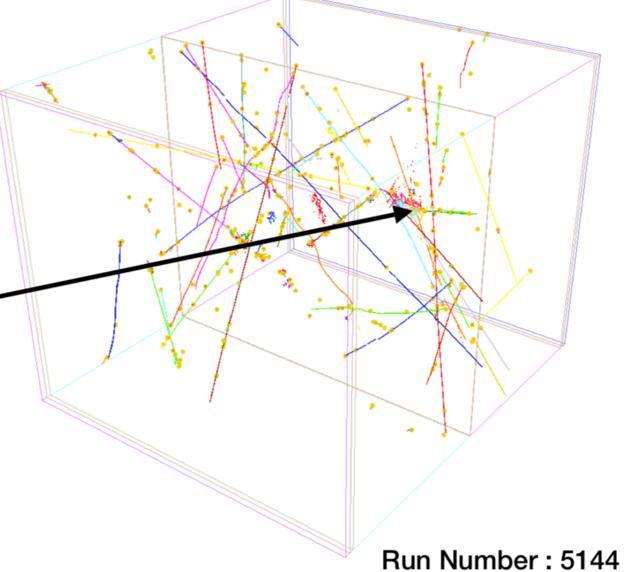


Pandora Reconstruction on Test Beam Data



Pandora reconstruction on protoDUNE real data!







Steven Green

Default Pandora beam particle ID identifies this particle as a test beam pion automatically.

Event Number: 47293

(--nskip 0)

np04 raw run005141 0016 dl2.root

S.Green

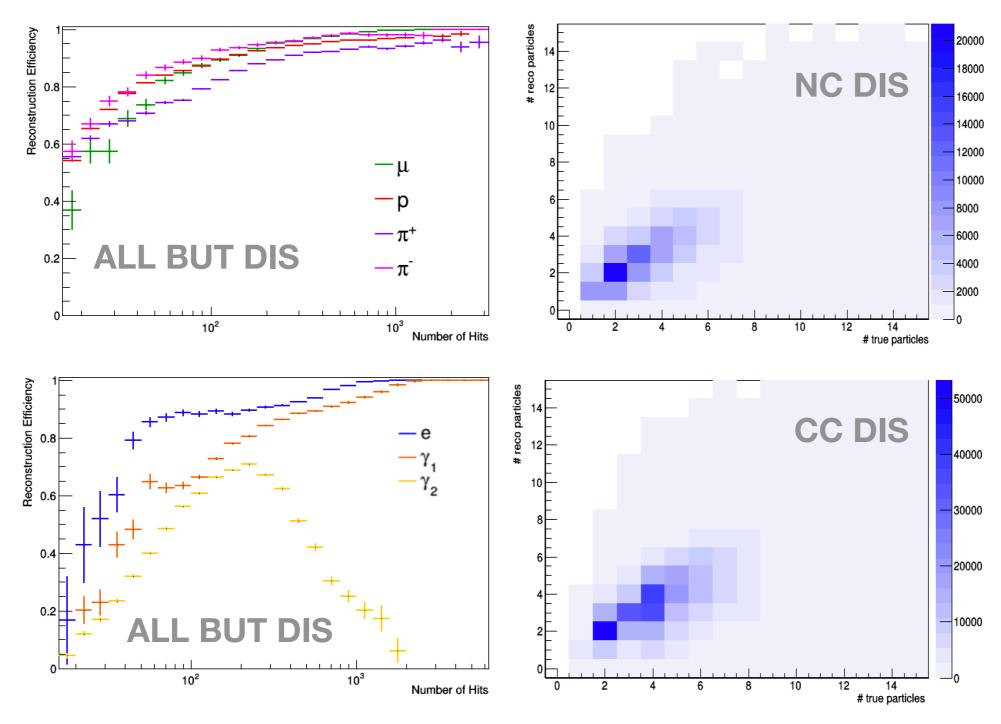
Pandora for ProtoDUNE

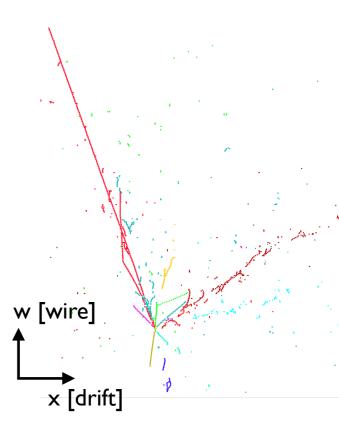
3



And getting ready for DUNE FD

Preliminary performance on DUNE FD (1x2x6) simulation







Note: Total number of hits (U+V+W)

So stay tuned!



Summary & Plans

- The Pandora multi-algorithm approach enables us to build up reconstructed images of very complex interactions
- Pandora uses both pure 2D and pure 3D approaches, in addition to algorithms where multiple 2D points are used to find test 3D positions, or 3D positions are projected into 2D
- Machine Learning methods can be incorporated in this approach to drive algorithm decisions.
- Full particle hierarchies are delivered, with tagging of cosmic-ray muons and neutrinos/test beam particles providing a consolidated output
- Pandora delivers necessary output for physics analysis that really exploit imaging capabilities of LArTPCs!

We are actively working on the SBN program (mainly MicroBooNE) and protoDUNE and DUNE, and expecting to grow the team in 2019!



Thanks!

Pandora is an open project and new contributors would be extremely welcome. We'd love to hear from you and we will always try to answer your questions.

Pandora SDK Development

John Marshall (<u>John.Marshall@warwick.ac.uk</u>)
Mark Thomson (<u>thomson@hep.phy.cam.ac.uk</u>)

LAr TPC algorithm development

John Marshall (John.Marshall@warwick.ac.uk)
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DUNE FD Integration

Lorena Escudero (escudero@hep.phy.cam.ac.uk)

ProtoDUNE Integration

Steven Green (sg568@hep.phy.cam.ac.uk)

MicroBooNE Integration

Andy Smith (asmith@hep.phy.cam.ac.uk)

Other team members

MicroBooNE: Joris Jan de Vries, Jack Anthony

ProtoDUNE: Stefano Vergani



https://github.com/PandoraPFA



https://pandorapfa.slack.com



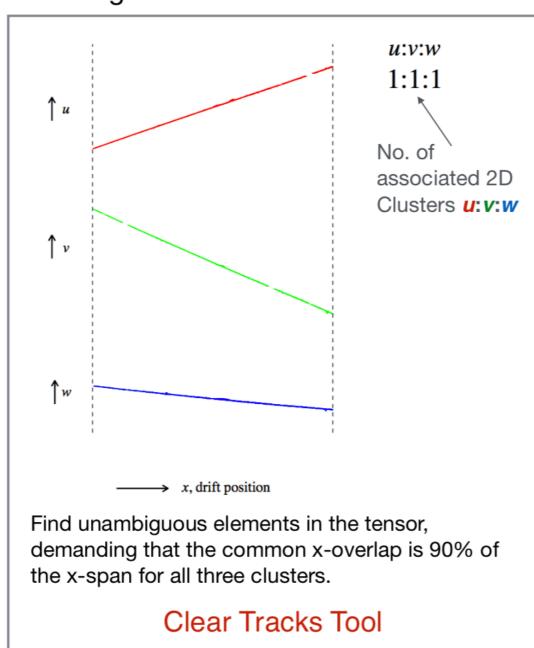


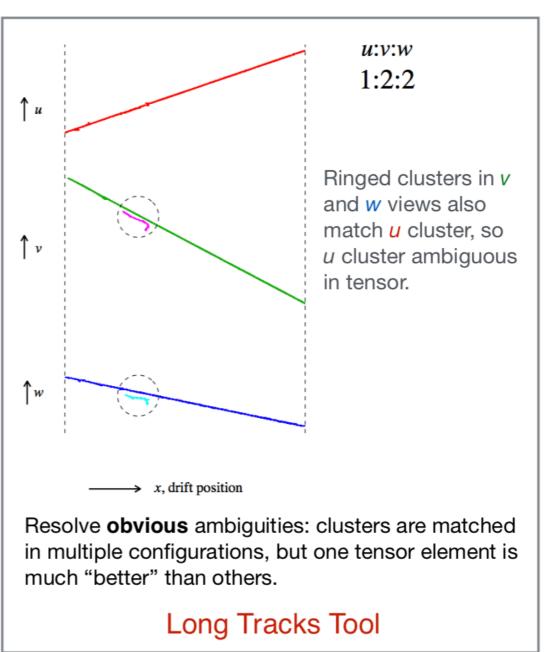




Tensor ambiguities example

 Tensor stores overlap details for trios of 2D clusters. Tools make 2D reco changes to resolve any ambiguities. If a tool makes a change (e.g. splits a cluster), all tools run again.

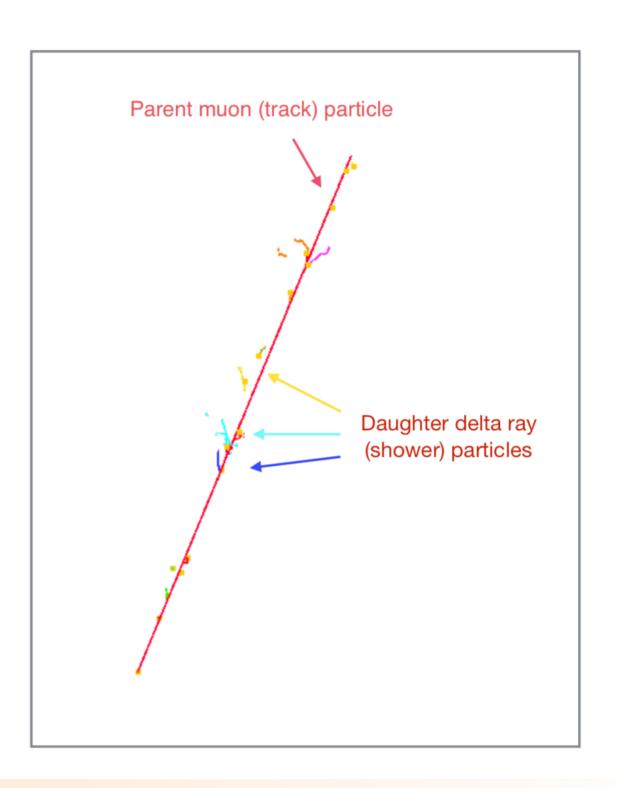






Delta-ray Reconstruction

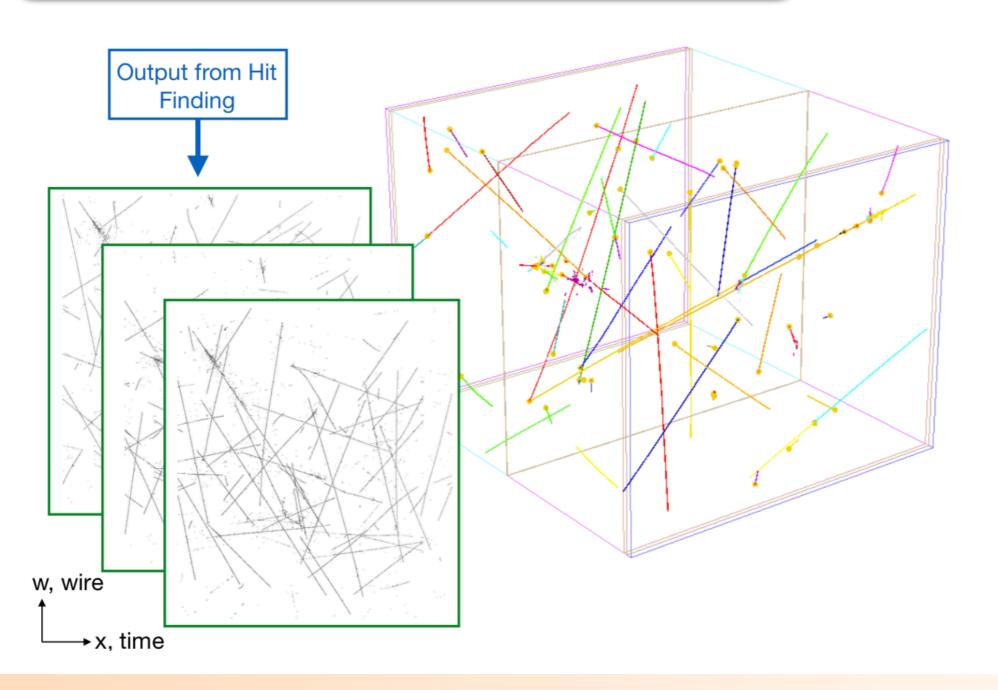
- Assume any 2D clusters not in a track particle are from delta-ray showers:
 - Simple proximity-based reclustering of hits, then topological association algs.
 - Delta-ray clusters matched between views, creating delta-ray shower particles.
 - Parent muon particles identified and delta-ray particles added as daughters.

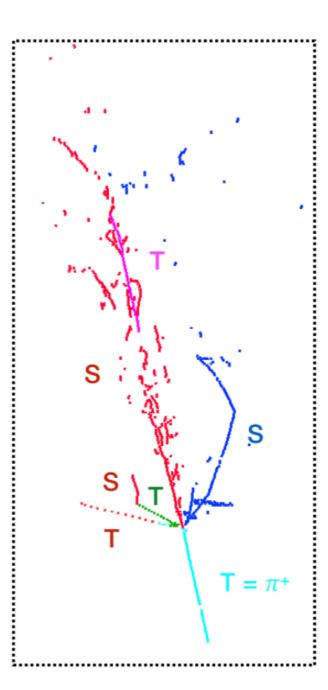




Aim of the pattern recognition:

- Take the reconstructed hits (previous stage)
- Reconstruct 3D particles from 3x2D views
- Produce hierarchy of particles in interaction





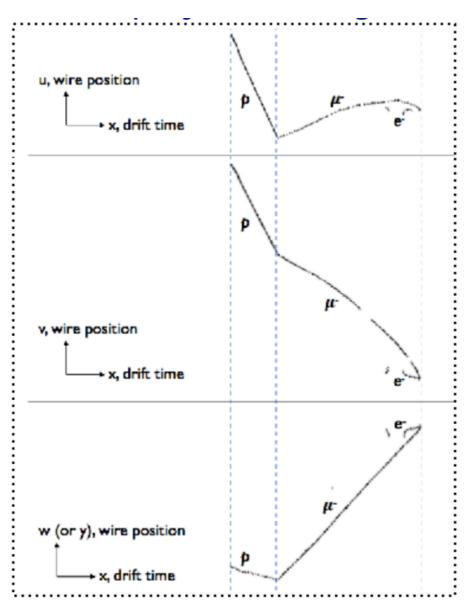
Simulated π⁺ Pandora Reconstruction at ProtoDUNE-SP



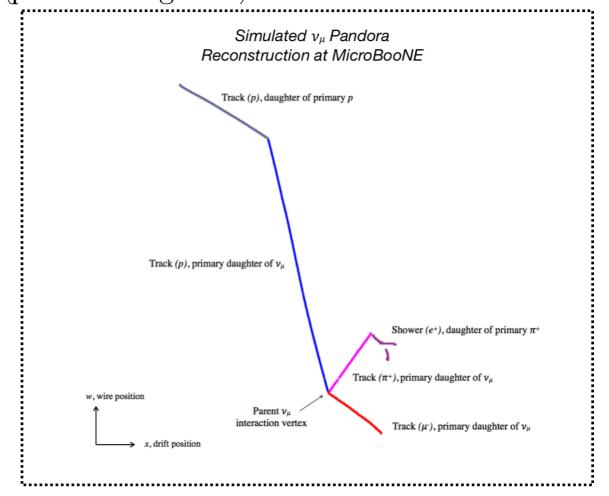
How to do that? A one slide summary

Pattern recognition problem in 3 steps:

- 1) Identify features and cluster hits in 2D images
- 2) Reconstruct 3D particles from 2D images
- 3) Reconstruct particle hierarchies or "flow" (parent-daughters)



This is our input: a collection of hits in the 2D views (and detector information such as dead channels if applicable)

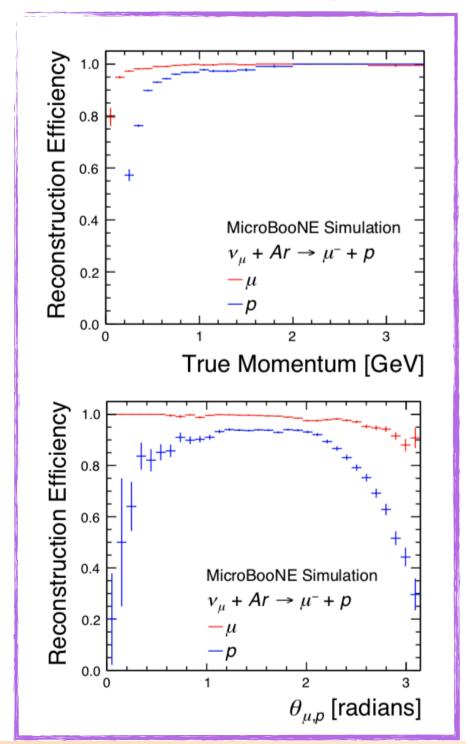


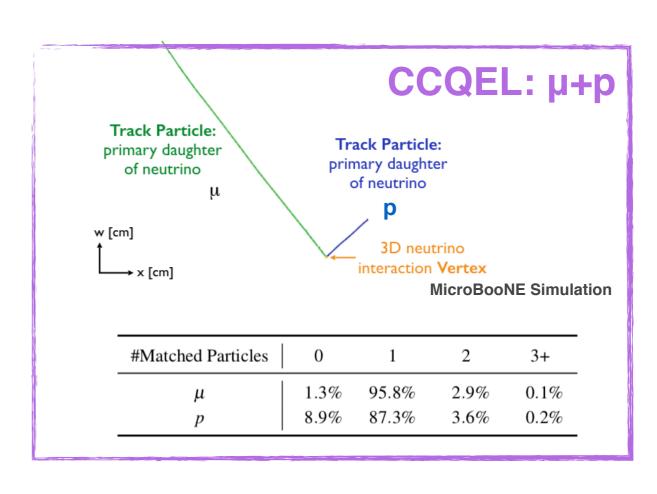
This is our output: the hierarchy of particles in the interaction occurred



The Pandora multi-algorithm approach to automated pattern recognition of cosmic-ray muon and neutrino events in the MicroBooNE detector (Eur. Phys. J. C 78, p82 2018)

CCQEL: µ+p







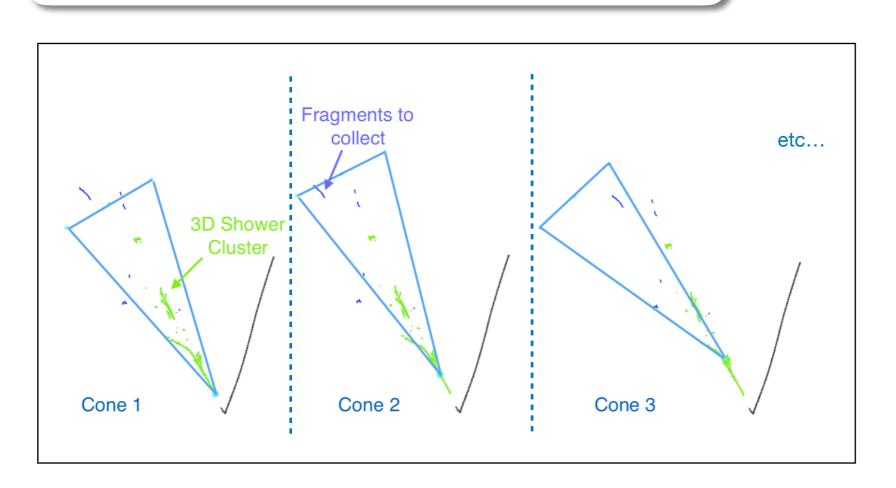
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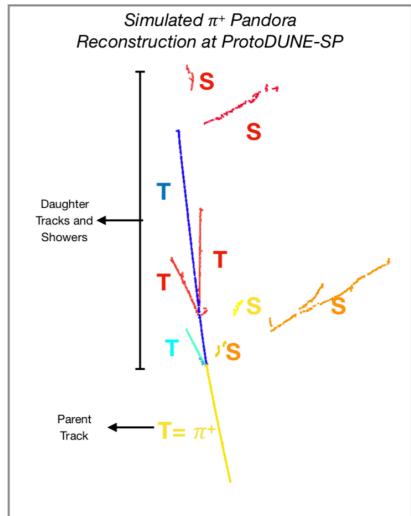
2D/3D Particle refinement

Several algorithms deal with remnants to improve particle completeness, (esp. sparse showers). Sliding linear fits are used to define 2D envelopes and 3D cones for picking up small clusters/fragments.

and 3D particle hierarchy

Finally, walking backwards from interaction vertex, use 3D clusters to organise particles into hierarchies (building parent-daughter links)





Can't do justice in a few slides, please find more in the Pandora MicroBooNE paper (Eur. Phys. J. C 78, p82 2018)